

GraphicSystem::Execute

Material::Use

GLShader::Use



```
graph LR; A[GraphicSystem::Execute] --> C[GLShader::Use]; B[Material::Use] --> C;
```

The diagram illustrates a dependency or call relationship. Two source nodes, 'GraphicSystem::Execute' and 'Material::Use', are shown on the left. Two blue arrows originate from these nodes and point towards a target node on the right, 'GLShader::Use'. The target node is shaded gray, while the source nodes are white with black borders.